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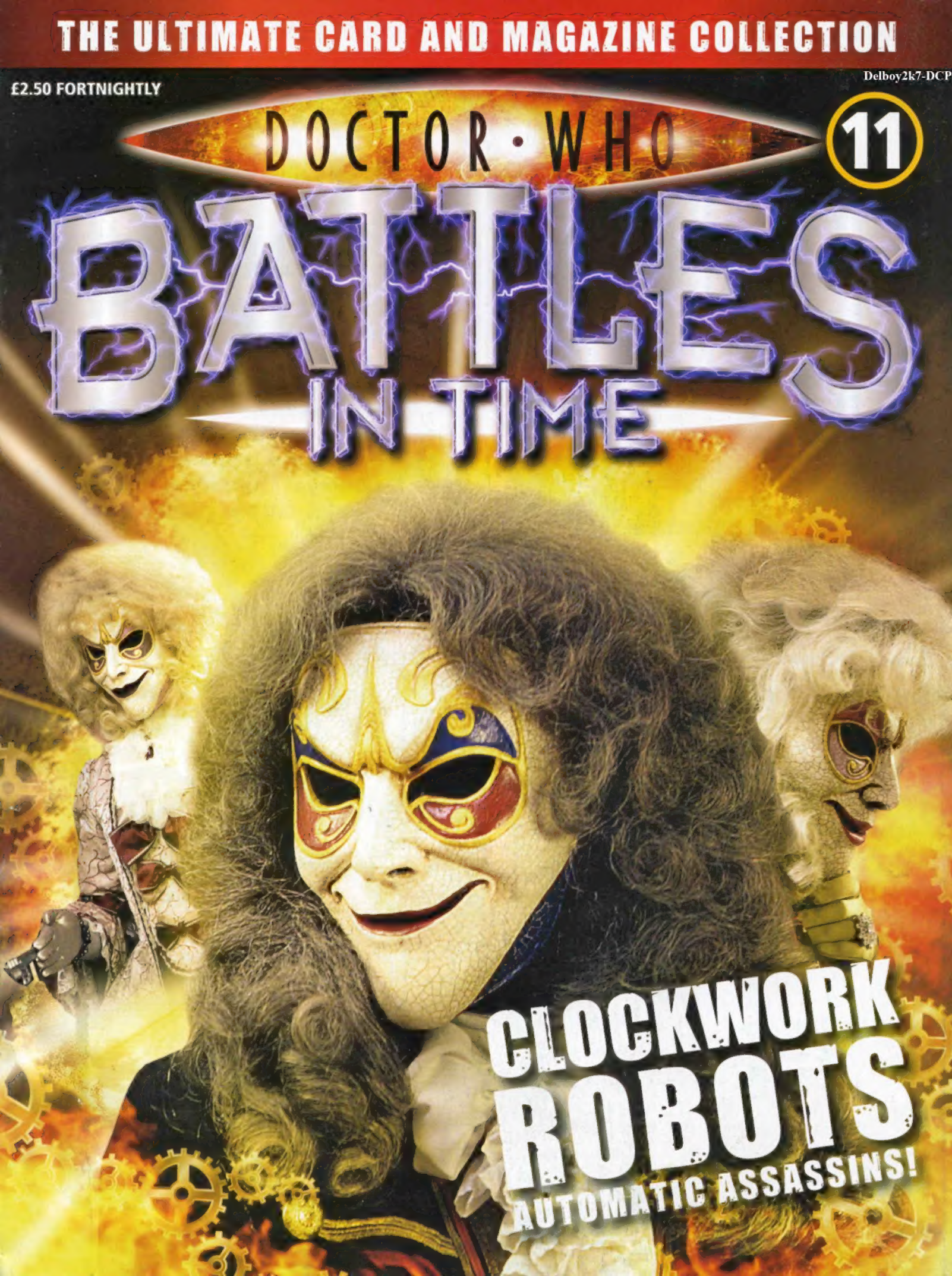

CLOCKWORK ROBOTS

AUTOMATIC ASSASSINS!

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GAMEPLAY POWER

STEP 1

Use the red, green and silver power icons to create armies of cards. The rules to this game are like Single Combat from issue one, with a bit of extra preparation.

Remove all duplicates from the pack. Divide the rest of your cards into armies according to their power icons – for example put all the cards with three silver icons together.

Not every group of power icons has the same number of cards. You might have to reduce the size of some armies so each player has the same number of cards.

Turn the piles over and move them around so you can't remember which is which. Each player then selects an army randomly.

ARMIES!

STEP 2

PLAYER 1 VS PLAYER 2

Each player holds his army of cards so he can only see the top card.

PLAYER 1 PICKS A CATEGORY WITH A GOOD SCORE FROM THE TOP CARD AND CALLS IT OUT.

SPECIAL ABILITIES **8300!**

PLAYER 2 LOOKS AT HIS CARDS CARDS AND READS OUT HIS RATING FOR THE SAME CATEGORY.

SPECIAL ABILITIES **8100!**

The player with the highest score takes both cards and keeps them on a pile of winnings.

STEP 3

The winner of the first round starts the second round by choosing a category with a high score from his next card.

Play continues until only one player has any cards left and is declared the winner.

TOP TIP!

Some armies are stronger than others. Turn the page to find out all about the top six teams...

DECK DOCTOR

Want to work out which are the armies worth fighting for? Here is a guide to the strongest power icon armies.

1ST

THREE RED ICONS

By far the strongest army. Plenty of Fear Factor to get your opponents quaking in their boots. The formidable Fear Factor comes in the shape of Toby Possessed, Cyberman Electro-Attack, Werewolf, Krillitane 1, Red Gelth Ambassador, Cyberman Group and the Editor. Unstoppable!

2ND

THREE SILVER ICONS

This army is almost as mean. Fear Factor comes courtesy of the Beast Without His Mind, Slitheen 2, Dalek Sec and the Cyber Controller. Meanwhile a heavy artillery packing strong Intelligence comes from the Nestene Consciousness plus the 9th and 10th Doctors. What a line up!

3RD

GREEN, SILVER, SILVER ICONS

This army boasts very strong cards across a number of categories. The Dalek and Reaper Group offer up Fear Factor, there's high Intelligence from the Dalek with Laser Cutter Weapon, and good Agility thanks to the martial arts expert Warrior Monk. Bring it on!

4TH

RED, GREEN, RED ICONS

This is the next strongest army and it's easy to see why. Top Fear Factor comes from the Beast and the Clockwork Man. The Empty Child is hot on Special Abilities, and there's back up from the Blue Gelth Ambassador who has a killer Agility score. Into battle!

5TH

THREE GREEN ICONS

Next up is an army with strong scores in all categories. The Reaper and Auton Mickey hold up the Fear Factor. Strong Special Abilities come from Victor Kennedy and Margaret Blaine. The Reaper also has tough Agility and Stamina, plus there's an Intelligence master class from Hop Pyleen Brother 1. Looking good!

6TH

GREEN, GREEN, SILVER ICONS

Again, this army are strong all-rounders. Plenty of Fear Factor from the Host and the Cyberman Attacking. Big Intelligence comes from Face of Boe and the Controller Under Dalek Control. Back-up comes in the form of some high Special Abilities scores from the Host and Face of Boe. One cool army!

CARD CLASH

POSSESSED OOD

MONSTER PROFILE

HEIGHT	1.80m
LIFE FORM	ALIEN
TEAMWORK	HIGH
ORIGINS	HORSEHEAD NEBULA

WHO IS HE? He was one of a slave race who performed menial tasks for humanity in the distant future. The Doctor and Rose found them serving the humans on Sanctuary Base Six.

WHAT'S HE LIKE? Very nice and helpful – until all the Ood became possessed by the Beast. They then turned into merciless killers.

WHAT'S HE GOOD AT? Communicating telepathically and moving as one with his fellow Ood. He also wasn't bad at looking half squid, half human – and killing humans with his glowing sphere!

CAN YOU BUILD A SLAVE RACE OF OOD CARDS?

OOD WINS ON
AGILITY:
4800 vs 4500
STAMINA:
7200 vs 4400
FEAR FACTOR:
8600 vs 7600

TOTAL 3/5

POSSESSED

ABZORBALOFF

MONSTER PROFILE

HEIGHT	1.74m
LIFE FORM	ALIEN
TEAMWORK	LOW
ORIGINS	CLOM

WHO IS HE? A nasty piece of work! He disguised himself as a man called Victor Kennedy and fed off humans by absorbing them into his body.

WHAT'S HE LIKE? Big, green and gross – a bit like a Slitheen! This is no great surprise because his planet Clom is right next to the Slitheen's Raxacoricofallapatorius.

WHAT'S HE GOOD AT? Absorbing! He was really after the Doctor, but he couldn't stop himself from consuming human beings. The faces of his victims all showed through his skin – nice!

ABZORBALOFF WINS ON
INTELLIGENCE:
6100 vs 2600
SPECIAL ABILITIES:
8100 vs 7900

TOTAL 2/5

OOD WINS!

DO YOU HAVE ANY OTHER CARDS FROM THE 'LOVE AND MONSTERS' EPISODE?

FAQ EPISODE 10

THE DOCTOR DANCES

The Doctor and Rose team up with the mysterious Captain Jack to save the world from Chula nanogenes.

Q Which episode is this?
This is the second part of the adventure where a small child with a gas-mask face terrorises war-torn London while searching for his mummy.

Q What happens when the Doctor tells the zombies to go to their room?
They're all connected to the little boy, so they look hurt and rejected. Unfortunately he does as he's told and goes to his room in the hospital where the Doctor is investigating.

Q How did Jack suddenly disappear?
He activated the emergency teleport and got back to his ship in a flash.

Q What are nanogenes?
They're microscopic robots programmed to heal the sick and dying, but unfortunately they don't always get it right.

Q Why is Nancy so scared of the soldier with the scar on the back of his hand?
She knows that if he touches her she will turn into a gask mask zombie too!

Q How does the Empty Child turn back into a normal kid?
Nancy was really his mummy not his sister, so when they hugged the nanogenes looked at her DNA and realised they hadn't mended him properly – he shouldn't have a gas-mask face – so turned him back to normal.

"Everybody lives, Rose. Just this once! EVERYBODY LIVES!"

SILLY!

Q Why does Jack try to use a banana as a weapon?
The Doctor had secretly swapped Jack's blaster for the banana he was carrying in his pocket. Neat trick!

BOMBING AROUND!

See how quickly you can escape from the hospital and the Chula zombies, and catch the WWII bomb!

INSTRUCTIONS

1. Shuffle your character cards and place them face down. Each player must put a marker on the start.
2. Always move forward one each turn.
3. If you land on a gold sphere it's the end of your go, but if you land on a blue or yellow disc, pick up the top card and follow the directions.
4. The winner is the first person to reach the centre.

START

The zombies have you trapped in the hospital.

If your red Special Abilities is over 5000 move on 3 spaces. If not move only 1 space.

The guard is fooled by the psychic paper. But there's a lock on the ship...

If your first power icon is silver move 3. If not only go on 1.

You enter the Empty Child's room. You hear a boy's voice say 'Are you my mummy?'

A Hero card moves you forward 3. Other cards move 2.

You pull out your sonic weapon to blast through the wall.

If your card is Rare move on 3. If it's Common you pull out a banana by mistake and miss a go.

WELL DONE!

You stopped the bomb and the nanogenes are doing their magic!

A guard stops you from entering where the Chula ship has landed.

Check out your green Intelligence. If it's above 6000 move on 2 spaces. If it's below miss a go.

Just in time Captain Jack's ship swoops down and the bomb is caught in its beam.

If your Fear Factor is over 5000 move 3 and if it's below move back 2.

The Doctor uses his Sonic Screwdriver to make a hole in the floor.

If your red Agility is higher than the green move 2 spaces. But if it's lower move 1.

The Empty Child chases you down the hospital hall.

If your red Stamina is over 4000 you get away and move forward 2. But if it's below only move 1.

The Doctor tells the zombies, 'Go to your room!' They disappear and you follow them slowly.

Move forward 1.

In the nick of time you drop down. But there are more zombies below...

Look at your last power icon:

- *Miss a go*
- *Go back 2*
- *Move 3*

CLOCKWORK QUIZ

What do you really know about the Clockwork Robots?

Q1. Who did the robots travel through time to find?

a) Queen Victoria
b) Reinette Poisson
c) Jackie Tyler

Q2. How did the treacherous robots travel back in time?

a) Through time windows
b) Through time ceilings
c) Through time doors

Q3. What body part did they need to fix their ship?

a) A big toe
b) A heart
c) A brain

Q4. What was the name of the Clockwork Robots' ship?

a) SS Madame de Pompadour
b) SS Marie Antoinette
c) SS Killer Robot

Q5. What did the Doctor call the horse he found?

a) Mickey
b) Bernard
c) Arthur

Q6. What did the Doctor smash to get to France and save the day?

a) A clock
b) A mirror
c) A cup

5 WAYS TO OUTSMART A CLOCKWORK ROBOT!

1. Follow one of them to 18th century France and protect a little girl from these ticking nightmares.

2. Always travel with a super-charged fire extinguisher and use it to freeze the clockwork mechanism.

3. Pour 'wine' (multi-grade anti-oil) over one to short its circuits.

4. Find some Zeus plugs to shut down the time windows, but this isn't so easy when you're two and a half galaxies from Earth in the Dagmar Cluster.

5. If all else fails, smash through time and space on a horse called Arthur and save the day by cutting all links with the ship and giving the robots no purpose.

TELEPORTATION

The Clockwork Robots have a handy ability that can get them out of the stickiest situations – they can teleport back to their ship by simply touching their left wrist!

11
CLOCK
ROB
AUTOMAT
When the repair robots on the SS Madame du Pompadour can't fix the ship in the normal way they use bits of human bodies instead. Then they travel to 18th century France for a very special 'spare part'...
HUMAN SHIP
The repair robots had fitted out the ship with a number of body parts, including a heart and an eye. They are now after the 37-year-old brain of Reinette.
HUMAN ERROR
The robots seem to take their job to extremes by believing a human brain will fix their ship, but it's not their fault. They are only doing what they were programmed to do – repair the ship at all costs.

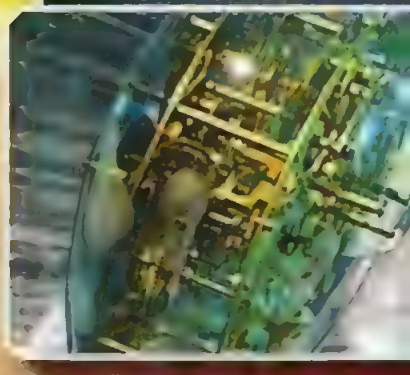
WORK
BOTS
IC ASSASSINS!

WIG

The robots' wigs are made from horse hair.

INNER WORKIN

The robots' elaborate wigs cover up the bea clockwork mechanism housed inside a persp

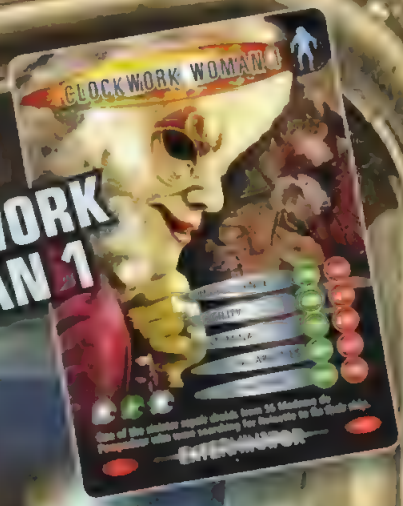


TOP 10 CLOCKWORK ROBOT FACTS

1. The robots stole the clothes, masks and wigs on their first visit to France.
2. Their weapon attachments are made out of brass and steel.
3. Designed to deal with any problem on the ship, they can cope with anything from the most simple tasks to welding and intricate electronics.
4. Their tranquiliser weapon knocks victims out for at least 10 minutes.
5. Very little is known of the robots' origins, but it is known that they were built by humans.
6. They run by constant clockwork motion, so do not need to be wound up.
7. The robots are programmed with medical expertise, which meant eye and heart surgery were no problem.
8. It is suspected that they were part of a fleet of ships serviced by clockwork robots.
9. There were fewer than 12 robots on board the SS Madame de Pompadour.
10. The robots vary in size and shape just like humans, and range from 1.65 to 1.80 metres tall.

CLOCKWORK DECK

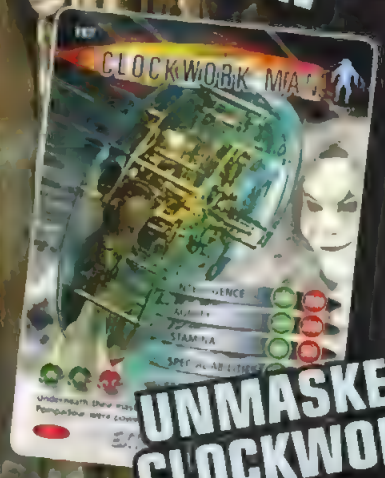
Have you found any of these Clockwork Robot cards in the Battles in Time collection?



CLOCKWORK WOMAN 1

CLOCKWORK MAN

CLOCKWORK WOMAN 2

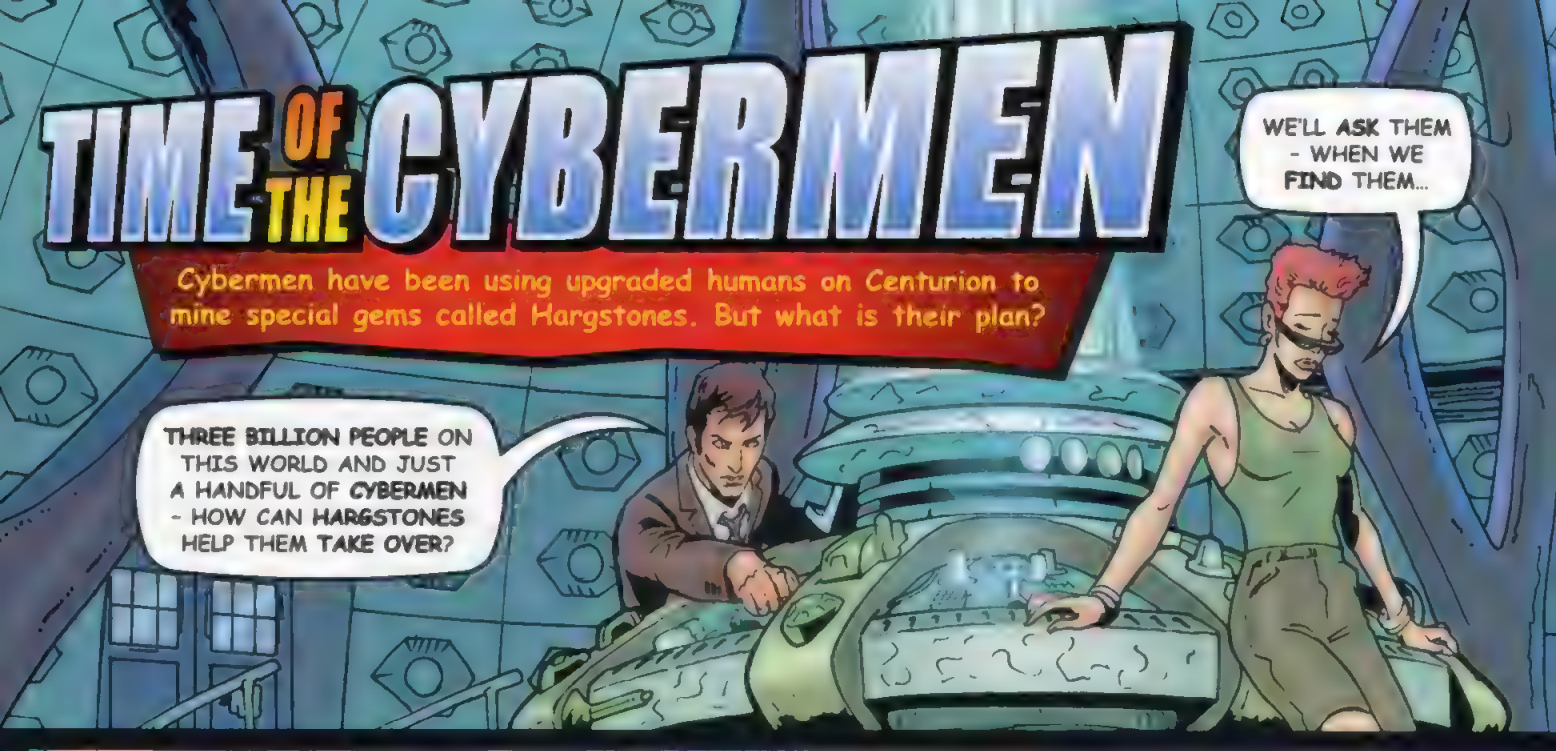


UNMASKED CLOCKWORK MAN

HOP ON MY BACK AND RACE TO PAGE 23 FOR THE ANSWERS

TIME OF THE CYBERMEN

Cybermen have been using upgraded humans on Centurion to mine special gems called Hargstones. But what is their plan?



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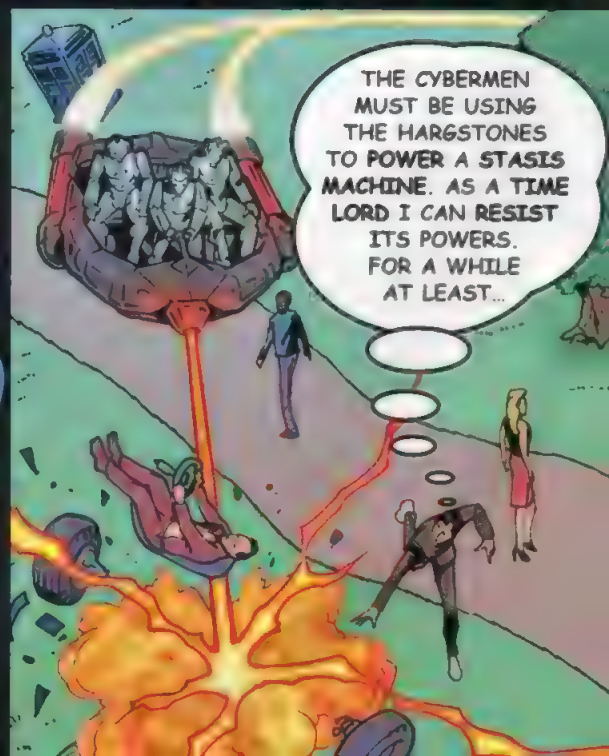
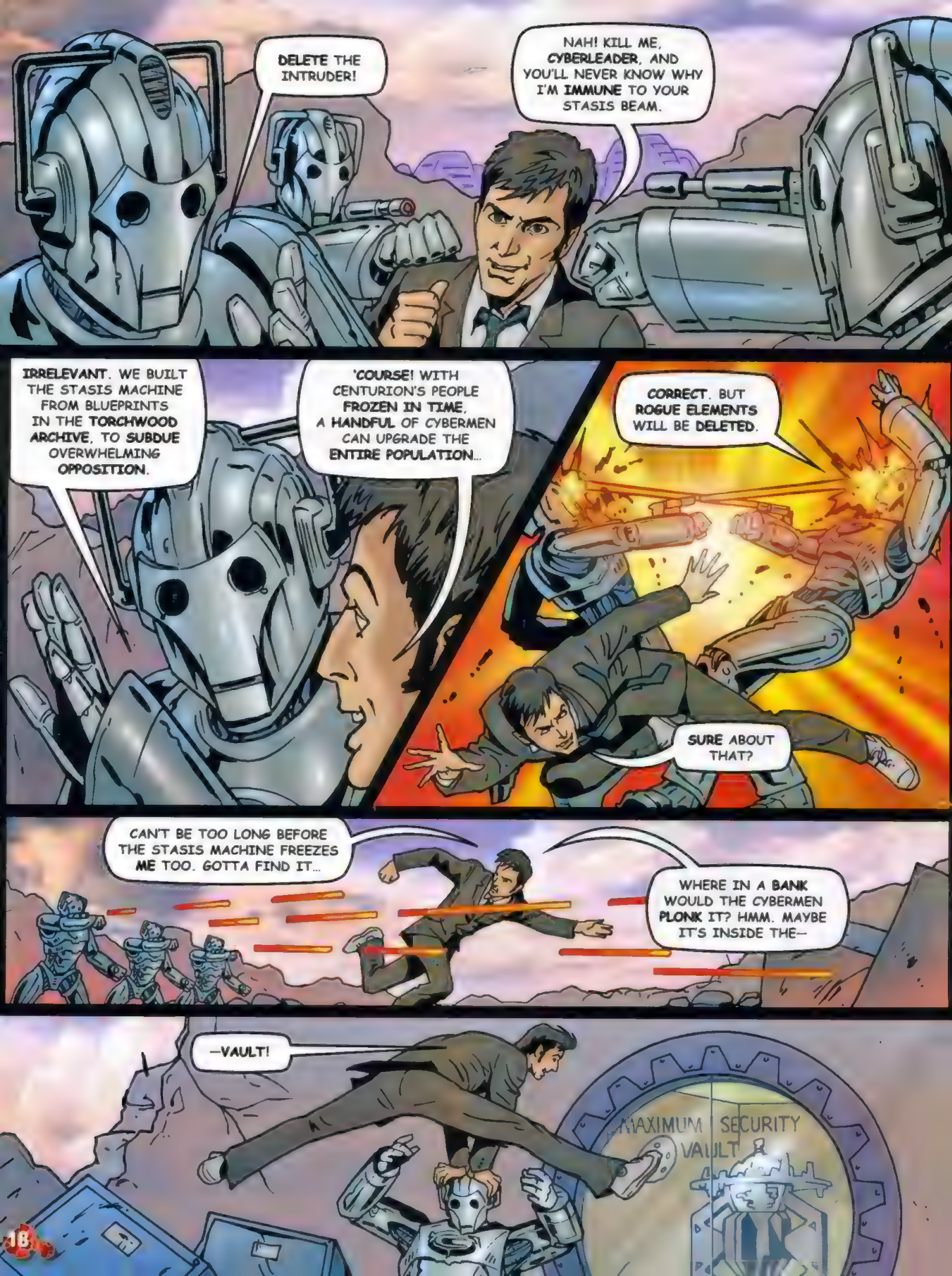


VEHICLE ENGINES DISRUPTED BY SONIC DEVICE—
EEEEE
...BUT FOR HOW LONG?
I'VE GOT TO FIND OUT MORE. NOISE LIKE THAT SHOULD BRING THE CYBERMEN RUNNING...
BLAM MMM
SOON...
SALVAGE VIABLE CYBER-PARTS. TAKE THEM BACK TO BASE FOR FUTURE USE.
GOOD IDEA...
BUT YOU'LL BE TAKING BACK MORE THAN YOU THINK...
THIS MUST BE THEIR BASE. KADETT AND I SEALED THEIR HARGSTONE MINE SO THEY NICKED EXTRA SUPPLIES FROM THE BANK TO POWER THEIR STASIS MACHINE.
TRIPLANETARY BANK
CYBER-PATROL DESTROYED IN VEHICLE COLLISION. CAUSE UNKNOWN.
NOT ANY MORE! IT WAS ME, THE DOCTOR — HERE TO STOP YOU.


DELETE THE INTRUDER!
NAH! KILL ME, CYBERLEADER, AND YOU'LL NEVER KNOW WHY I'M IMMUNE TO YOUR STASIS BEAM.
IRRELEVANT. WE BUILT THE STASIS MACHINE FROM BLUEPRINTS IN THE TORCHWOOD ARCHIVE, TO SUBDUE OVERWHELMING OPPOSITION.
'COURSE! WITH CENTURION'S PEOPLE FROZEN IN TIME, A HANDFUL OF CYBERMEN CAN UPGRADE THE ENTIRE POPULATION...
CORRECT. BUT ROGUE ELEMENTS WILL BE DELETED.
SURE ABOUT THAT?
CAN'T BE TOO LONG BEFORE THE STASIS MACHINE FREEZES ME TOO. GOTTA FIND IT...
WHERE IN A BANK WOULD THE CYBERMEN PLONK IT? HMM. MAYBE IT'S INSIDE THE—
—VAULT!
MAXIMUM SECURITY VAULT

HMM, TITANIUM PLATE DOOR WITH LASER-PROOF GLASS— WHOA!
MAXIMUM SECURITY
THE VAULT IS PROTECTED BY DESTRUCTOR RAYS. YOUR ASSAULT IS FUTILE.
YOU'RE RIGHT. I COULD NEVER GET IN THERE...
BUT I COULD REDIRECT THOSE DESTRUCTOR RAYS INSIDE THE VAULT!
MAXIMU
WHEERRR!
THE TIME OF THE CYBERMEN IS OVER. YOU WERE GHOSTS TILL SOME FOOL HERE REBUILT YOU. BE GHOSTS AGAIN...
ZZZRRRRRRR!
LATER...
GOOD TO BE BACK, MR TIME LORD, BUT HOW COME THE CYBERMEN COULD MOVE IN THAT STASIS FIELD?
THEY HAD A MENTAL LINK WITH THE MACHINE... WHEN I ZAPPED IT, TEMPORAL FEEDBACK OVERLOADED THEIR CIRCUITS.
SO ARE THE CYBERMEN GONE FOREVER?
FOREVER'S A VERY LONG TIME... SEE YA, KADETT. KEEP 'EM PEELED...
...YOU NEVER KNOW WHEN THE PAST WILL COME BACK TO HAUNT YOU!
THE END... OR IS IT?

DALEK WARS

In 1958 a squadron of American planes flew into unexpected trouble in the Bermuda Triangle...

BERMUDA TRIANGLE INCIDENT

Taken from the personal journal of Flight Commander Benjamin K. Hooper, September 12 1958.

As strange as it sounds, this is all true. This morning I briefed a squadron of F4U Corsairs to investigate disappearances that have plagued the US Navy and Airforce for the past 50 years. Tragically, no one returned.

We suspected something in the Bermuda Triangle causes navigation instrument failure. Problems have been reported as far back as the 1490s after an unidentifiable object fell from the skies. Stories of strange animals and dancing lights have also been linked to the area.

Before contact was lost they radioed back about a strange disturbance, or ripple, in the air. Radio connection faltered but reports came through of strange metallic creatures that rose up from an island where a rusting alien craft had crash [illegible]

SEARCH & FIND

1. How many planes can you see in total? — 5pts
2. How many more Daleks than planes are there? — 5pts
3. When were problems first reported in the Bermuda Triangle? (clue: read the story) — 10pts
4. How many blue Dalek blasts can you spot? — 5pts
5. Can you spot the parachutist? — 5pts

TURN TO PAGE 23 FOR THE ANSWERS

Could this be the source of the suspected magnetic disturbance?

We listened in horror as the creatures opened fire on the squadron. The sound of crackling energy blasts filled our ears, and we heard endless explosions – no doubt our planes being torn apart by enemy fire.

The last message described the seas as a military graveyard, full of these creatures' victims. I can only pray that these monsters stay in that isolated stretch of ocean and none of my men will ever have to see them again...

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

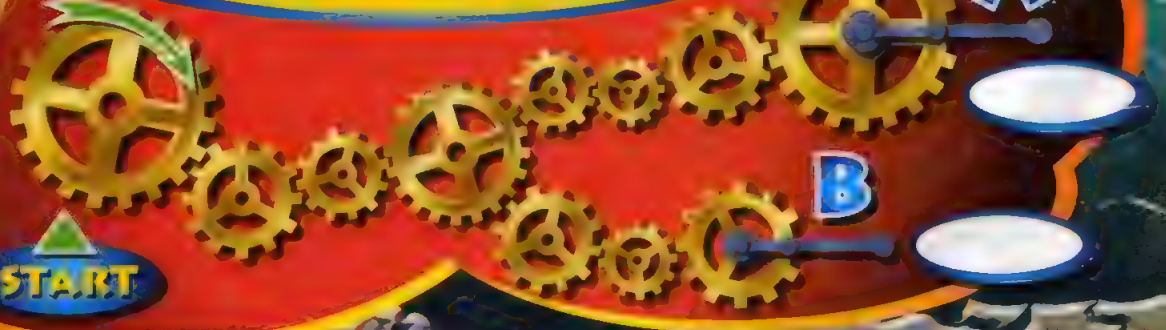
CLOCKWORK CUT UP!

The Clockwork Robots have cut up some of the aliens and monsters from the Doctor's travels to power their ship. Can you tell who each body part comes from?

1. _____
2. _____
3. _____
4. _____

LIKE CLOCKWORK!

The robots were powered by clockwork. Look at the puzzle below and see if you can work out whether the levers A and B would move up or down if the first cog is turned right...



COG-WORD

Start from the top, work clockwise, all answers end in 'E'!

1. Who is the woman the robots wanted?
2. What does the Doctor go through to get into her bedroom from the spaceship?
3. Who was travelling in the TARDIS with the Doctor and Mickey during this adventure?
4. Arthur was the name of what kind of animal?
5. Which country did the time windows reach?
6. What's the first name of the robot's ship?

SONIC SHUFFLE

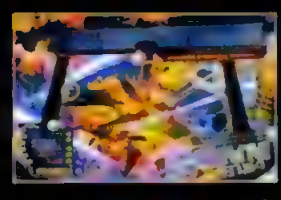
Look carefully – one of these cards doesn't belong. Which one isn't in 'The Girl in the Fireplace'?

COMING IN ISSUE 12...

YOUR NEXT PACK OF TRADING CARDS

PLUS NEW ANNIHILATOR CARDS FREE!

PUZZLE ANSWERS



THE CLOCKWORK ROBOT QUIZ

Q1. b) Reinette Poisson
Q2. a) Through time windows
Q3. c) A brain
Q4. a) 55 Madame de Pompadour
Q5. c) Arthur
Q6. b) A mirror

DALEK WARS

Q1. 15
Q2. 2
Q3. Problems were first reported in the 1490s
Q4. 11
Q5.

CLOCKWORK CUT UP!

1. Dalek
2. Sycorax
3. Moxx of Balhoon
4. Sliteen

LIKE CLOCKWORK!

Lever A will move up
Lever B will move down

COG-WORD

Q1. Reinette
Q2. Fireplace
Q3. Rose
Q4. Horse
Q5. France
Q6. Madame

SONIC SHUFFLE

The Duke of Manhattan

PARALLEL PALS!

If you lived in the parallel world who would you be, and would you survive the Cybermen?

START

What do you do in your free time?

- MESS AROUND ON [illegible]
- DRINK NICE CUPS OF TEA

Do you consider yourself brave in battle?

- WHEN I'VE GOT A GUN
- I'M A BIT TIMID
- THERE'S [illegible]

Do you like going to loads of big parties?

- PARTIES ARE FOR WIMPS
- TOO BUSY WORKING
- PARTY IS MY MIDDLE NAME!

If you led a top organisation what would your mission statement be?

- [illegible]
- KILL ALL CYBERMEN
- LET'S MAKE MONEY

In an ideal world, what would your vehicle of choice be?

- [illegible]
- [illegible]

When you're making secret plans with your team, where is your HQ?

- IN A KITCHEN
- MANSION HOUSE

Which do you think would be the best way to destroy the Cyber base?

- BLAST THE CYBERMEN
- CRACK THE INHIBITOR CODE
- YOUR GRAN

Who do you love most in the parallel world?

- [illegible]
- [illegible]

If you were planning a huge party, who would you invite?

- POWERFUL PEOPLE
- STYLISH PEOPLE

JAKE

You're a bit trigger happy and could blast your way into any Cyber base!

RICKY

You think you're brave, but could you really escape a Cyber attack?

PETE

A smart one, you're cunning enough to keep your enemies close at hand.

JACKIE

Not much use in a battle, you're bound to get caught by the Cybermen!

138

CLOCKWORK WOMAN 2

ROBOT

INTELLIGENCE	3600	3000
AGILITY	4800	5200
STAMINA	5000	4900
SPECIAL ABILITIES	6100	6400
FEAR FACTOR	8000	7800

One of the repair droids from S5 Madame de Pompadour who gatecrashed King Louis XV's masked ball to kidnap Reinette.

C EXTERMINATOR 138/275

098

HOP PYLEEN BROTHER 1

ALIEN

INTELLIGENCE	7700	7100
AGILITY	5200	4900
STAMINA	4600	4800
SPECIAL ABILITIES	2300	2400
FEAR FACTOR	3900	4400

Famed for inventing hyposlip travel, the Brothers Hop Pyleen were two of the guests at the party for the End of the World.

C EXTERMINATOR 98/275

061

NURSE ZOMBIE

MONSTER

INTELLIGENCE	300	300
AGILITY	4200	3900
STAMINA	8300	7800
SPECIAL ABILITIES	4300	4800
FEAR FACTOR	6800	7000

In wartime London Chula nanogenes transformed people into monstrous zombies with gas masks instead of faces.

C EXTERMINATOR 61/275

26

NANCY

HERO

INTELLIGENCE	4900	5300
AGILITY	5600	5800
STAMINA	4100	4300
SPECIAL ABILITIES	1700	2000
FEAR FACTOR	1300	1500

She claimed the mysterious child who turned people into zombies was her brother, but he was really her son, Jamie.

C EXTERMINATOR 26/275

142

MRS MOORE

(ANGELA PRICE)

HERO

INTELLIGENCE	4600	5200
AGILITY	5700	5900
STAMINA	5100	5400
SPECIAL ABILITIES	2300	2000
FEAR FACTOR	2600	2400

A former employee of Cybus Industries, Mrs Moore was killed by a Cyberman while trying to help the Doctor save London.

C EXTERMINATOR 142/275

221

KRILLITANE OIL

When you use this card your opponent must put all their KRILLITANE cards to one side for the rest of the game.

The same oil that increased school children's intelligence was toxic to the Krillitanes themselves and would kill them.

C EXTERMINATOR 221/275

232

DANNY BARTOCK

HERO

INTELLIGENCE	5600	5900
AGILITY	5800	6100
STAMINA	4900	5400
SPECIAL ABILITIES	2600	2200
FEAR FACTOR	1000	800

The Ethics Committee on the Torchwood Archive mission was in charge of the Ood slave race until they became possessed.

C EXTERMINATOR 232/275

220

JACK'S SHIP

You are invisible to your opponent. Add 1500 to all your ratings.

Rose landed on Captain Jack's ship during a WWII air raid. It had the power of invisibility and was parked unseen by Big Ben!

C EXTERMINATOR 220/275

178

GRASKE

MONSTER

INTELLIGENCE	7100	7000
AGILITY	7700	8100
STAMINA	6900	6600
SPECIAL ABILITIES	8000	8200
FEAR FACTOR	7800	8300

This sneaky race try to take over planets by collecting the native people or aliens and storing them in sealed pods.

R EXTERMINATOR 178/275

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CLOCKWORK QUIZ

What do you really know about the Clockwork Robots?

Q1. Who did the robots travel through time to find?

a) Queen Victoria
b) Reinette Poisson
c) Jackie Tyler

Q2. How did the treacherous robots travel back in time?

a) Through time windows
b) Through time ceilings
c) Through time doors

Q3. What body part did they need to fix their ship?

a) A big toe
b) A heart
c) A brain

Q4. What was the name of the Clockwork Robots' ship?

a) SS Madame de Pompadour
b) SS Marie Antoinette
c) SS Killer Robot

Q5. What did the Doctor call the horse he found?

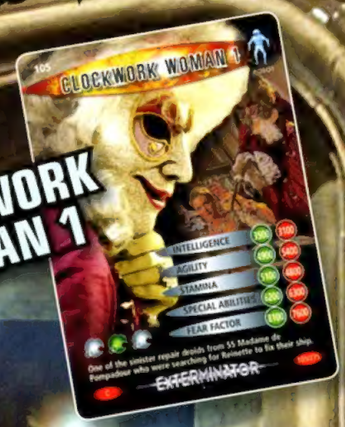
a) Mickey
b) Bernard
c) Arthur

Q6. What did the Doctor smash to get to France and save the day?

a) A clock
b) A mirror
c) A cup

CLOCKWORK DECK

Have you found any of these Clockwork Robot cards in the Battles in Time collection?



CLOCKWORK WOMAN 1

CLOCKWORK MAN

CLOCKWORK WOMAN 2

UNMASKED CLOCKWORK MAN

HOP ON MY BACK AND RACE TO PAGE 23 FOR THE ANSWERS

11 CLOCKWORK ROBOTS

AUTOMATIC ASSASSINS!

When the repair robots on the SS Madame de Pompadour can't fix the ship in the normal way they use bits of human bodies instead. Then they travel to 18th century France for a very special 'spare part'...

5 WAYS TO OUTSMART A CLOCKWORK ROBOT!

1. Follow one of them to 18th century France and protect a little girl from these ticking nightmares.
2. Always travel with a super-charged fire extinguisher and use it to freeze the clockwork mechanism.
3. Pour 'wine' (multi-grade anti-oil) over one to short its circuits.
4. Find some Zeus plugs to shut down the time windows, but this isn't so easy when you're two and a half galaxies from Earth in the Dagmar Cluster.
5. If all else fails, smash through time and space on a horse called Arthur and save the day by cutting all links with the ship and giving the robots no purpose.

TELEPORTATION

The Clockwork Robots have a handy ability that can get them out of the stickiest situations – they can teleport back to their ship by simply touching their left wrist!

HUMAN SHIP

The repair robots had fitted out the ship with a number of body parts, including a heart and an eye. They are now after the 37-year-old brain of Reinette.

HUMAN ERROR

The robots seem to take their job to extremes by believing a human brain will fix their ship, but it's not their fault. They are only doing what they were programmed to do – repair the ship at all costs.

MASK
The masks that carefully conceal the clockwork heads are all intricately hand-painted.

WIG
The robots' wigs are made from horse hair.

GLOVES
Delicate silk gloves cover the robots' clockwork hands.

INNER WORKINGS

The robots' elaborate masks and wigs cover up the beautiful clockwork mechanism which is housed inside a perspex 'skull'.

TOP 10 CLOCKWORK ROBOT FACTS

1. The robots stole the clothes, masks and wigs on their first visit to France.
2. Their weapon attachments are made out of brass and steel.
3. Designed to deal with any problem on the ship, they can cope with anything from the most simple tasks to welding and intricate electronics.
4. Their tranquiliser weapon knocks victims out for at least 10 minutes.
5. Very little is known of the robots' origins, but it is known that they were built by humans.
6. They run by constant clockwork motion, so do not need to be wound up.
7. The robots are programmed with medical expertise, which meant eye and heart surgery were no problem.
8. It is suspected that they were part of a fleet of ships serviced by clockwork robots.
9. There were fewer than 12 robots on board the SS Madame de Pompadour.
10. The robots vary in size and shape just like humans, and range from 1.65 to 1.80 metres tall.